



HOBGOBLIN ARMY LIST

Across the eastern continent the great Hobgoblin Empire reigns supreme. From the deep caverns under the Karpathian mountains to the Steppes of Nar-ragaroth, the Hobgoblins train and fight in honour of their mighty and terrible red-faced war god - BegTsethulu - Protector of the Knowledge, preparing for the glorious day when the Great Hobla-Kahrn will call Hobgoblin-kind to march forth and bring the entire world under their copper-fisted dominion.

	M	Ws	Bs	S	T	W	I	A	Ld	Int	Cl	Wp	Weapon	Armour	Special Rules	Points
Hobgoblin Soldier	4	3	2	3	4	1	3	1	7	6	6	6	Sword	Medium	Stubborn, Fearless	6
Hobgoblin Archer	4	2	3	3	4	1	3	1	7	6	6	6	Bow	Medium	Fearless	6
Hobgoblin Guard	4	4	2	4	5	1	3	1	7	6	6	6	Pole-arm	Medium	Stubborn, Fearless	8
Captain	4	4	3	4	4	1	3	1	7	6	6	6	whip	Medium		9
Commander	4	5	4	4	5	2	5	2	8	7	7	7	Sword	Heavy		19
High Commander	4	6	4	4	5	3	6	3	9	8	8	8	Sword	Heavy		30
Shaman	4	3	2	3	4	1	4	1	7	6	6	6	Knife	None	Animal Mastery	6
Witchdoctor	4	2	3	4	5	2	3	1	8	7	7	8	Staff	None	Animal Mastery	12
Priest	4	3	2	4	5	3	5	1	9	7	7	9	Staff	None	Animal Mastery	18
High Priest	4	3	2	4	5	4	6	1	9	8	8	10	Staff	None	Animal Mastery	23
Hobhound	9	4	0	3	3	1	3	1	3	4	4	4	Claw & Bite		Savage Loyalty	4

Special Rules

Animosity

Related to Goblins, Hobgoblins suffer the effects of inter-goblinoid animosity, but due to their training and relative civilisation, receive +2 to their die roll. Further to this, Hobgoblins may be used as leaders for other Goblinoid regiments, which will negate any animosity effects of that unit against Hobgoblins.

Savage Loyalty

Hobhounds must be controlled by a Hobgoblin Shaman or Priest. Should the Hobhounds master be slain, the Hobhounds will continue to attack the enemy until slain, moving always to the nearest enemy unit.

Fearless

Due to their training, Hobgoblin troops are completely immune to the effects of fear

Stubborn

Due to high levels of training, hobgoblin soldiers will not rout due to troop loss and can never be pushed back, instead they will stand their ground until the last troop.

Animal Mastery

A Hobgoblin wizard can control up to 3 (+1 per level) Hobhounds.

